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a buffer operatively connected to the microprocessor for temporarily storing the received blocks of data from the streamed multimedia file, wherein the temporarily stored blocks of data are processed without storing the received blocks of data in a long term memory medium; and

an output operatively connected to the microprocessor for playing the processed successive blocks of data from the streamed multimedia file, wherein the processed, successive blocks of data are deleted by the device following playback.

Sub B1
20. (Amended) A system for streaming a multimedia file over a wireless telecommunications network to a wireless device, comprising:

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a multimedia server operatively connected to the wireless telecommunications network, the multimedia server including a database for storing the multimedia file and adapted to stream successive blocks of data from the multimedia file over the wireless telecommunications network in a digitized and compressed format; and

a wireless device operatively connected to the wireless telecommunications network for receiving and playing the streamed multimedia file, the wireless device comprising:

a microprocessor for controlling the operation of the wireless device;

a transceiver operatively connected to the microprocessor for receiving the successive blocks of data streamed over the wireless telecommunications network;

a buffer operatively connected to the microprocessor for temporarily storing the received blocks of data from the streamed multimedia file, wherein the temporarily stored blocks of data are processed without storing the received blocks of data in a long term memory medium; and

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an output operatively connected to the microprocessor for playing the successive blocks of data from the streamed multimedia file, wherein the microprocessor is programmed to decode and decompress the blocks of data prior to playing through the output, and the decoded and decompressed blocks of data are deleted by the device following playback.

Sub B1 A3
41. (Amended) A method for streaming a multimedia file over a wireless telecommunications network to a wireless device, comprising:

storing one or more multimedia files in a multimedia server operatively connected to the wireless telecommunications network;

selecting a desired multimedia file;

streaming successive blocks of data from the desired multimedia file over the wireless telecommunications network in a digitized and compressed format;

receiving the successive blocks of data streamed over the wireless telecommunications network at a wireless device;

temporarily storing the received blocks of data from the streamed multimedia file in a buffer in the wireless device, wherein the temporarily stored blocks of data are processed without storing the received blocks of data in a long tem memory medium;

decoding and decompressing the blocks of data temporarily stored in the buffer;

successively playing the decoded and decompressed blocks of data from the streamed multimedia file through an output in the wireless device, wherein the decompressed blocks of data are deleted by the device following playback.